
Subject: Re: C&C_Crevasse

Posted by [Aircraftkiller](#) on Thu, 22 Sep 2011 20:31:59 GMT

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I'm not adding Tiberium Silos. There's no room for them anyhow. You'll need to earn credits by attacking, so that's why I'm keeping the Fjord infantry changes in. I'll also be removing Havocs and Sakuras to keep snipers from dominating everything.

Here's the underground area. The four hallways you see lead to the basement of each building. I'll be light mapping this level to get the most out of its environment, and I will have flame emitters attached to lamps on the walls to make it feel more immersive.

There are holes in the ceiling that let the moonlight in, especially over that little centerpiece in the middle of this temple.
